

**AMENDMENTS TO THE CLAIMS:**

**Please cancel claims 1-37 without prejudice or disclaimer and add new claim 38:**

1. – 37. (Canceled).

38. (New) A computer system, comprising:

a local area network (LAN);

a plurality of computers, each of the computers comprising at least one central processing unit (CPU) and a LAN interface, which is coupled to communicate over the LAN, while the computers comprise no on-board user interface controllers;

a console, which comprises user input and output devices and is coupled to communicate over the LAN so as to convey an input received via the user input device over the LAN to each of the computers, and to receive an output generated by each of the computers over the LAN for display using the user output device; and

an input/output (I/O) device, coupled to the LAN,

wherein the computers and the console are arranged to communicate over the LAN by transmitting Layer 2 data frames,

wherein the computers and the console are arranged to convey the input and the output by tunneling over Layer 2 on the LAN,

wherein the computers and the console are arranged to encapsulate the input and output in any of Internet Protocol (IP) packets for transmission over the LAN and using an application-layer protocol,

wherein the computers are arranged to transmit I/O commands over the LAN to the I/O device and comprise no on-board I/O device controllers,

wherein each of the computers comprises an emulation processor, which is coupled to trap the I/O commands from the at least one CPU while emulating the I/O device, and to encapsulate the I/O commands in data frames for transmission over the LAN to the I/O device, so as to cause the I/O device to fulfill the commands,

wherein the emulation processor is arranged to encapsulate the I/O commands in any of Ethernet frames, Internet Protocol (IP) packets, and using an application-layer protocol.